SELECT /
SQUEEZE

LOCOMOTIVE

START

START

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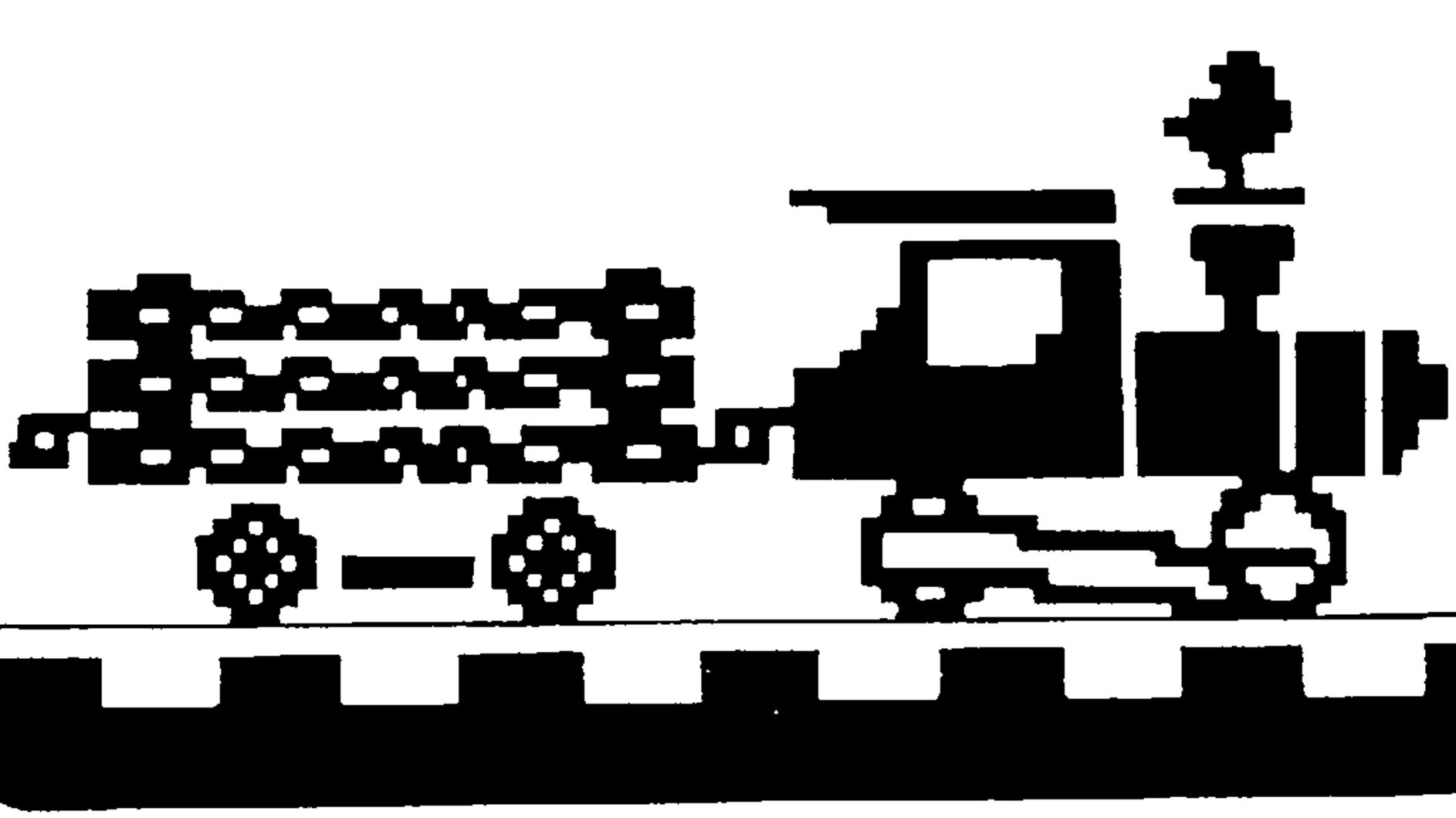
Home Entertainment & Personal Computing System

LOCOMOTIVE



CARTRIDGE INSTRUCTIONS

VTECH

Congratulations! You've just bought a ticket on the world's wildest train.

THE LOCO-MOTIVE

You're a prisoner in a train factory

The only way out is to build your own train. You have to run across dangerous catwalks, high in the air and drop all the right parts onto the tracks below, in the right order, If you want to survive.

Be careful, even the tools are dangerous!

The hammers and wrenches and even the nails left around the factory are enchanted and will come to life and try to hammer, wrench and nail you! All you have is an oil can to destroy them.

Get ready

You can't hope to survive unless everything is working for you. So go over this check-list carefully before you begin the game:

1) CONNECT MAIN ANTENNA CABLE TO TV SET . . . . . CHECK !
2) PLUG IN MAIN UNIT POWER CORD . . . . . CHECK !
3) PLUG IN TV SET . . . . . CHECK !
4) MOVE MAIN UNIT POWER SWITCH TO " OFF" POSITION . . . . . CHECK !
5) INSERT CREATIVISION "LOCO-MOTIVE" CARTRIDGE INTO MAIN UNIT . . . . . CHECK !
6) NOW . . . . TURN THE MAIN UNIT POWER SWITCH TO "ON"

A demonstration of LOCO-MOTIVE should appear on your screen. If not, adjust the channel tuner on your TV set until it does.

Get set!

1) Insert one of the enclosed LOCO-MOTIVE grids into each hand control as shown in the diagram.

2) Press the RESET button on the main unit.

Go!

1) Select the type of game you want to play from the 8 choices described in this manual by pressing the SELECT/SQUEEZE button on the side of the hand-control.
2) Start the match by pressing the "START" area of the hand control shown by the LOCO-MOTIVE grid.

How to move

Use the joystick to control the prisoners movements in any direction. Whenever you pass over a bridge in the catwalk, whatever piece of the train which was on that bridge will fall down one level automatically.

How to defend yourself

If you can arrange to drop a piece of train on top of any of the enchanted tools, you will squash it. Otherwise, you can squirt oil onto nearby tools. To squirt oil, you must press the SQUEEZE/SELECT buttons on the side of the hand control. But you can only squirt 5 times within each attempt. Which was indicated on the top right hand corner of screen.

If you build a train

If you succeed in building an entire train, you can ride it out of the factory. Unfortunately, however, you will soon find yourself in another factory and will have to start all over again.

Choosing the right track

There are 8 variations to choose from.

Track 1 (1 Player . . . . . difficult)

In this game, everything moves at super-speed and there are two separate factory layouts that you may be faced with. Which makes things twice as difficult.

Track 2 (1 Player . . . . .real hard)

Everything moves quickly here, but you only have to worry about being in factory number 1. So after you've lost the game 3000 or 4000 times you might be able to memorize the layout.

Track 3 (1 Player . . . .even harder)

Things move quickly here, but you automatically end up in factory number 2, which is a lot more confusing than factory number 1.

Track 4 (1 Player . . . . impossible)

Not only do you have super-sonic speeds to worry about, but you might end up in either of the two factories without any warning. So there'll be no familiar paths to take.

Track 5 (1 Player . . . . nearly impossible)

Everything moves with lightning speed here, but you only have to worry about being in factory number one, so there might be some small tricks you can pull.

Track 6 (1 Player. . . . even less possible)

Lightning speed here. The tools move so fast you can barely see them. And you are stuck in factory number 2, also. Which is terrible even at the best of times.

Track 7 (2 Players . . . . crazy)

Things aren't so fast here, but you can end up in either factory and you've got the other player to worry about. As soon as one player dies, the other takes over. Play starts with the LEFT joystick.

Track 8 (2 Players . . . . suicidal)

Everything moves at super-sonic speed, you can end up in either factory and you've got to keep your eye on how the other player is doing . May as well just shoot yourself now. At least you won't be disgraced by being bounced out of the game so soon.

Game Over

If you are touched by any of the tools a total of four times, you're finished and the game is over.

Scoring

Successfully build 1 train . . . . 1000 points
Squash 1 tool . . . . . 100 points
Drop spare parts onto track. . . 100 points each.

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